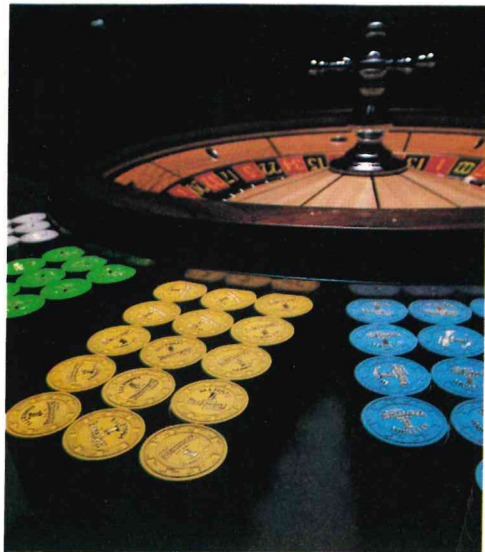


THE SAHARA GAMES







Gaming – It's Easier Than It Looks.

It's easy to play any of the casino games in the Sahara Hotels. Don't let the lights and the fast action overwhelm you; the rules are simple to learn.

This booklet is not intended to be a substitute for experience, but it will give

G A M I N G

you basic rules to help you understand each game.

Read the guide and then play the games of your choice. The dealers will be glad to answer any questions you may have.



The first card was a king. Here comes the second—an ace. Your hand is a classic “blackjack.” You win, and the dealer pays three dollars for your two. That’s Blackjack (also called “21”), a card game in which the object is to accumulate cards with a total count closer to 21 than those of the dealer.

Place your bets in the circle directly in front of you on the table. Each player receives two cards; the dealer receives one card face up and one face down. Determine the total value of your cards. The 2 through 10 cards are counted at face value; king, queen and jack at 10, the ace at 1 or 11, depending on which value is best for your hand.

If the first two cards you receive total 21, you automatically win unless the dealer

also has 21. In that case, you neither win nor lose. It’s called a “push.” When you have a blackjack (ten card and ace), immediately place both cards face up on the table. A blackjack pays the winner 3 to 2 or \$1.50 for every \$1.00 bet.

If your first two cards do not come close to 21, you may wish to call for

B L A C K J A C K

additional cards (a “hit”). When it is your turn to play, lightly brush the edge of your cards toward you against the table top. This signals the dealer to give you one more card.

You can take cards until you are satisfied that you have come as close to 21 as possible without going over. If the “hit”

makes the total exceed 21 (“bust”), you lose. Put your cards face up on the table and wait for the next hand. If you are satisfied with your first two cards (“good” or “stand”), slide your cards face down under your bet. Do not pick up your money. If the total value of your hand is the same as the dealer’s, it’s a “push” or “stand-off” and you keep your original bet.

After all the players’ hands are completed, the dealer turns his second card over and proceeds to play until his hand totals 17 or more. He has to take a card (“hit”) on 16 or less. The dealer cannot take cards if his hand totals 17 (hard) or more. If your hand is higher than the dealer’s or he goes over 21, you win. If his hand is higher than yours, you lose.

See—we told you it was simple.



The Baccarat area is an oasis of dignity, calm and quiet amid a sea of bright lights, shouting craps players and jackpot-spewing slot machines. The croupier (casino dealer) is wearing a tuxedo and the player's attire ranges from jeans to minks.

Baccarat is an ancient game that is simple to learn and easy to play. Don't let the formality of the Baccarat area fool you. Underneath the quiet, an exciting and fast-moving game is taking place.

The object of Baccarat is to bet that one "side" will receive a score closer to the number 9 than the other. Baccarat is a game between only two "hands." Each participant can bet on which of the two hands he thinks will win. One hand is called the "Bankers" and the other, the "Players." The casino does not play against either. The casino pays the winners and collects from the losers.

Baccarat is played with eight decks of cards dealt out of a box called a "shoe." The participants deal the cards from the shoe under the supervision of the croupier. Each deals as long as the "Bankers" side wins. The deal moves from person to person, counterclockwise. Two cards are dealt to each side. A third card may be

B A C C A R A T

called for by the croupier according to a prescribed set of rules. Don't concern yourself with it. He will let you know when it must be dealt.

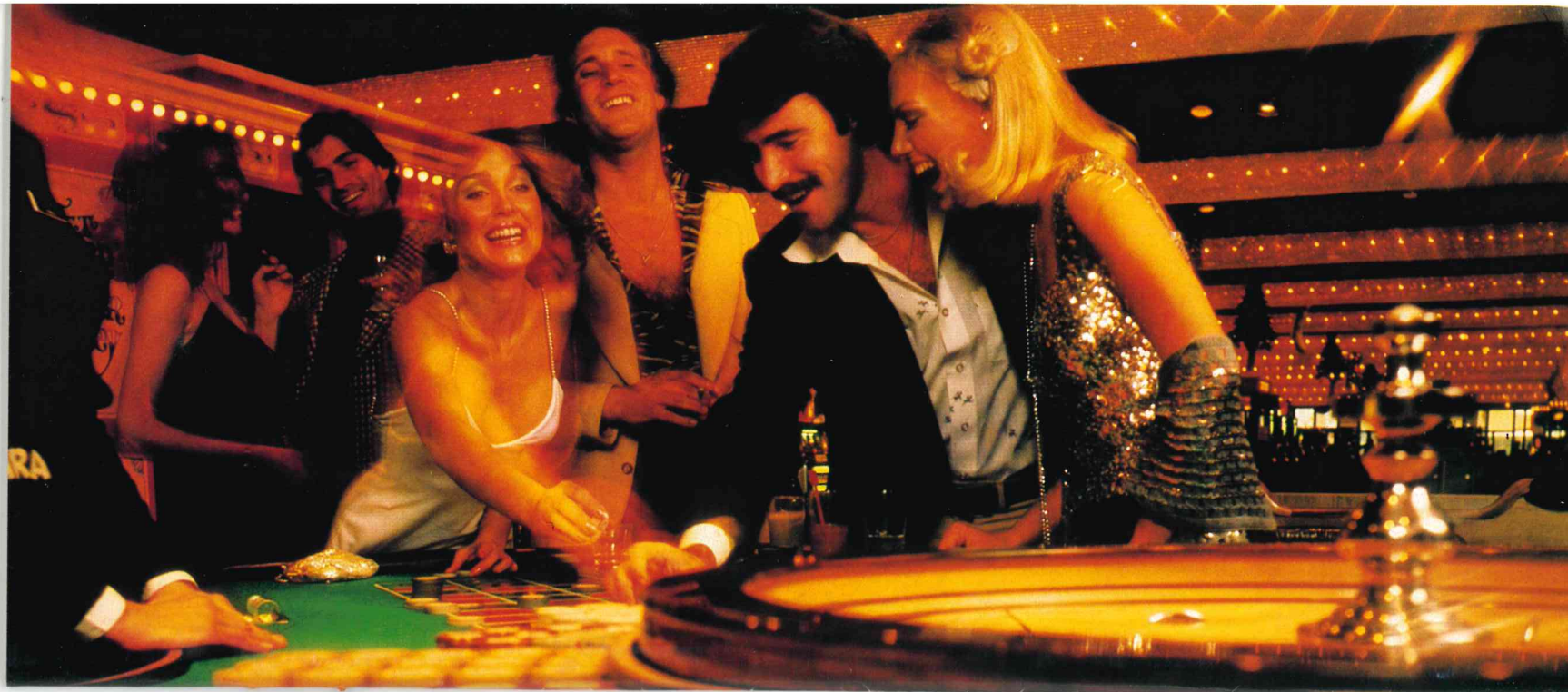
Cards are valued as follows: 2 through 10 at face value; the ace at 1; the king, queen and jack at 10. Add the value of the two dealt cards together. The extreme right hand digit of the total will be the

value of the hands. For example, a king and an ace works out to $10+1=11$. The value of the hand is 1. An $8+4=12$. The value of the hand is 2.

The side with the number closest to 9 is the winner. If two sides have the same number, the game is a tie or a "push" and is played over. All the participants who bet on the winning side collect an amount equal to their bet. The losing side loses its bet.

The Bankers side has a small mathematical advantage, so any money won while betting the Bankers side is "taxed" by the casino 5% (called commission). No commission is charged on betting on the Players side.

The next time you'd like a break from the usual casino games, try Baccarat.



The wheel is a spinning blur. A tiny white ball races around a wooden bowl. Gradually the ball begins to slow and is drawn closer and closer to the turning wheel. It hits the wheel and dances over the top of the metal slots. Each slot seems to reach out for the elusive jumping ball. Plop! It's caught in a slot—20 Black. Your number. You win. The dealer pushes over \$35 to join your \$1 chip. That's Roulette, a simple game where the object is to guess the number into which the spinning ball will fall. The game started in Europe but the American version is one of the easiest to learn of all the casino games.

The rules are simple. You place a bet

by putting a chip on any one of the 50 squares on a green felt table layout. The dealer spins the wheel in one direction and the ball in the opposite. If the ball lands in the slot with the same number as yours, you win. The precise placement of your chip determines the payoff odds. The red and black squares (1 – 36) pay 35

R O U L E T T E

to 1 if the chip only covers one number; 17 to 1 if two numbers are covered; 11 to 1 if three; 8 to 1 if four; 6 to 1 if five, and 5 to 1 if six numbers are covered by your chip. Or,

you may bet that any one of the first twelve numbers (1 – 12) will win, or the next twelve (13 – 24) or the third set of 12 numbers (25 – 36). This bet pays 2 to 1. You may wish to bet that the numbers in the first, second or third column of the felt layout will win. This pays 2 to 1. You may bet that the ball will fall into a red or black slot. This pays even money, 1 to 1. You may bet that an even or odd number wins. This bet pays even money. You may bet that one one of the first eighteen numbers will win or the second eighteen numbers.

No matter how you bet, you will find Roulette an exciting and fast-paced game.



Two celluloid cubes accelerate to a red blur. Smack! Hitting the end of the table, they bounce like rubies over green felt. Six and 1, and natural 7! It's a winner! The croupier places a five dollar chip beside your five dollar bet. This is craps, a game of flashing dice, fast action and all the excitement of Mardi Gras.

The game is played with two smooth, transparent dice. When betting the pass line a first throw of 7 or 11 wins; a first throw of 2, 3, or 12 loses; a first throw of any other number must be repeated before a 7 is thrown or the "shooter" loses both the bet and the dice and must pass to the next shooter.

There are four people who run a crap table. Two croupiers (dealers) are in charge of paying the winners and collecting from the losers as well as selling the

chips. A stickman passes the dice and calls the different plays according to the fall of the dice. The boxman or table supervisor runs the game and settles all disputes.

The table itself is a rectangle about five feet wide and 12 feet long and covered by a green felt layout containing all the betting positions. The betting posi-

C R A P S

tions are printed on both the left and right side of the table.

Craps is played by betting that the dice "pass" or "don't pass." "Pass" means that the shooter (the player rolling the dice) wins. "Don't Pass" means the

shooter loses. Players can bet either "pass" or "don't pass." A player is not betting against any other player. The Casino pays the winners and collects from the losers. The dealer offers the new shooter several dice. The player can take the dice or refuse. The game begins when the player throws the dice across the length of the table against the opposite end.

Pass

A 7 or 11 on the first roll, a natural 7 wins.

A 2, 3, or 12 on the first roll is "craps" and loses.

A 4, 5, 6, 8, 9, or 10 rolled on the first roll becomes the point.

The dice pass or win if the point is made before a 7 is rolled. A bet on the Pass Line means that the player is betting the dice

will pass—win.

The Odds—Derived from the Dice

The number

| | |
|----|---------------------|
| 7 | 6 ways to roll a 7 |
| 6 | 5 ways to roll a 6 |
| 8 | 5 ways to roll a 8 |
| 5 | 4 ways to roll a 5 |
| 9 | 4 ways to roll a 9 |
| 4 | 3 ways to roll a 4 |
| 10 | 3 ways to roll a 10 |
| 3 | 2 ways to roll a 3 |
| 11 | 2 ways to roll a 11 |
| 2 | 1 way to roll a 2 |
| 12 | 1 way to roll a 12 |

The true odds come from these combinations of ways to make each number.

The odds that a 7 will be rolled before a point number are:

- 6 to 5 on the 6 & 8
- 3 to 2 on the 5 & 9
- 2 to 1 on the 4 & 10

Taking the Odds

An "odds" bet is a bet that the point will be made before a 7 is rolled. For

example, if the point is 4, the true odds are 2 to 1 against the pass line "odds" bet being paid. "Two to one on wager."

"Come" Bet

A "come" bet is made on any roll of dice after a "point" has been established. A "come" bet has three possibilities on the next roll: (1) a natural (7 or 11) win, (2) a craps (2, 3, or 12) loss, (3) a point number is established. If a "point" number is rolled, the dealer will take the "come" bet and place it on that number. To win the bet that point must be made again before a 7 is rolled.

"Buy" Bets

In order to receive true odds the player may pay the casino a 5% commission when the bet is made.

- 6 to 5 on the 6 & 8
- 3 to 2 on the 5 & 9
- 2 to 1 on the 4 & 10

Example: To buy the 10 for \$40.00 would cost the player \$2.00 commission. The player wins if the number is made before a 7 is rolled.

"Place" Bets

"Place" bets don't pay a commission or receive true odds. Place bet pays:

- 7 to 6 on 6 & 8
- 7 to 5 on 5 & 9
- 9 to 5 on 4 & 10

The player wins if the "point" number is made before a 7 is rolled. A player may ask for a "place" bet anytime.

"Big 6 & 8" Bets

A bet on the "Big 6" or "Big 8" pays even money, if the 6 or 8 is made before a 7 is rolled.

"Field" Bets

A "Field" bet pays even money if the 3, 4, 9, 10 or 11 is made and pays 2 to 1 if

the 2 or 12 is made on the next roll of the dice. It is a one roll of the dice bet. (at Sahara Reno and Tahoe, 12 pays 3 to 1).

"Hardway" Bets

A "Hardway" bet is betting that an even "point" number (4, 6, 8 or 10) will be rolled as a pair. For example, a 5 and a 5 make a hard 10. The "hardway" must be rolled before a 7 is rolled or before the same number is made with any other combination. For example, a 6 and 4 make a 10 but the "hardway" bet loses.

"Proposition" Bets

A bet on a "proposition" is betting that a particular number (2, 3, 7, 11, 12) or a group of numbers (any craps 2, 3, 12) will be made on the next roll of the dice. It is a one roll of the dice bet.

"Don't Pass" or lose on the first roll

The dice "don't pass" when the shooter throws a 2, 3, or 12 on the first

roll (craps). A "Bar 12" or a "Bar 2" (some areas "Bar 12", some "Bar 2") means that 12 or a 2 is a "push" or tie for "don't pass" bettors. "Pass" bettors lose on a first roll of 12. In this case the shooter keeps the dice.

"Don't Pass" or lose if rolled before the point is made

If, on the first roll, the shooter makes a "point" and on any following roll, he makes 7 before he rolls his "point" again, he loses. The shooter loses the dice and they move to the next player on the left. A bet on the "don't pass" line means that the player is betting that the shooter loses. Players can bet "don't pass" before any roll.

"Laying the Odds"

Players betting the "don't pass" may "lay the odds." This means an additional bet can be made that a 7 will be rolled before the "point" is made. After a "point"

is established, the "don't pass" player has the advantage and must "lay" the true odds. For example, if the "point" is 10, the odds are 2 to 1 against; therefore, the "don't pass" player must bet 2 to win 1.

"Don't Come"

There are four possibilities in regards to this bet on the next roll: (1) a natural 7 or 11 loss, (2) a craps (2 or 3) win, (3) a craps (Bar 12) "push" or tie and (4) a "point" number is established. If a "point" number is rolled, the dealer will take the "don't come" bet and place it behind that number. In order to win the bet, a 7 must be rolled before that "point" number is made again. Remember, the dealer will never give you your winnings. You must pick them up yourself before the next roll of the dice or they are considered a bet.

The white, numbered ball shoots up the tube. It's 20. You check your ticket. You have it! It's your third correct choice. Five more and the winnings are \$50,000. Pick eight out of a possible 80 numbers and it's yours. It can happen.

Keno came to America by way of Chinese laborers who were here to build the railroads. It's over 2,000 years old and still one of the easiest games to learn.

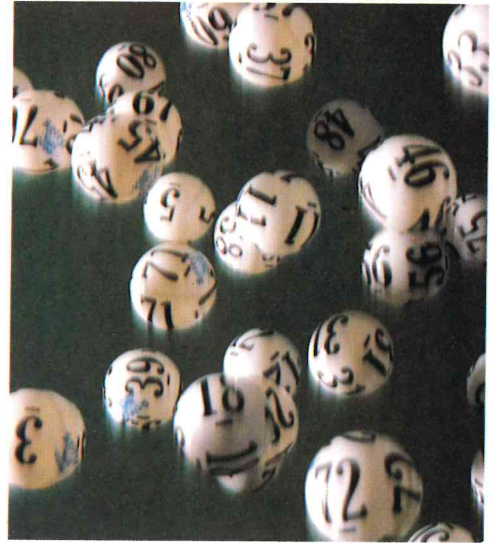
The first step in Keno is to select the numbers you believe will appear on the next game. Choose from one to 15 numbers and mark them with an X on one of the blank Keno tickets found in racks throughout the hotel. The more of your numbers that are called, the more you win.

The eighty Keno balls are put into a clear container called a "cage" or "goose" where they are mixed violently. Air blows the balls up a glass tube and the "caller" announces the numbers. The numbers are then flashed on electric Keno boards throughout the casino. Winning tickets must be cashed in after

K E N O

each game.

So get your Keno card and go for the \$50,000. Who knows, you may do it the first time.



Giant sized tiles of red and black lay in neat stacks. Names like King, Heaven, Steel and Supreme are used to denote pairs of tiles. The game is ancient and its origin shrouded by the passing centuries.

This is the game of Pai Gow which originated over 2400 years ago in ancient China. It is played in most Oriental countries. Pai Gow is a game of Chinese tiles. Literally translated, it means "tiles-nine". The game is played with tiles and is the forerunner of modern dominoes.

The 32 tiles used in Pai Gow are mixed by the dealer and placed in eight stacks of four each. The dealer and up to seven players are dealt one stack each. The object of the game is to set the tiles into two hands for the best "ranking". If the two rankings are higher than the banker's, the player wins. If they are

lower, the banker wins. When the banker and players have the same rankings, the banker is the winner.

In Pai Gow, the "banker" is rotated counter-clockwise among the players and the house dealer and each player has an opportunity to bank bets against other players, including the house dealer. The

P A I G O W

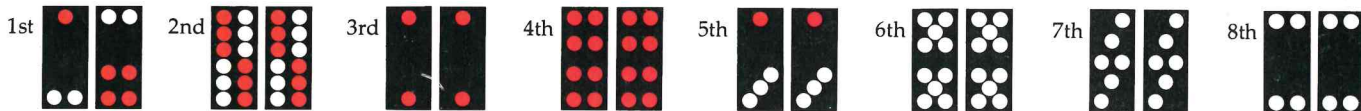
banker can win, lose or tie on each of the players' individual bets. To be a banker, a player must be able to cover all bets or half the bets. The house will bank the other half and has the right to set the banker's tiles. A player may "pass" the bank to the next player if he does not wish to be the banker.

After the bets are placed, the banker rolls three dice which determine which player will receive the first stack of tiles. The players will rank their tiles and set the two combinations side by side in front of their bets. The banker will show his hand first, and the house dealer will then open the hands of the players to determine the losers and winners. Amounts lost by players are collected in the center of the table by the dealers. The winning bets are paid off with the losing bets and the banker's money. The house dealer collects a 5% commission on winning bets of the players and banker.

Refer to the chart for the first sixteen rankings. The highest is the "Supreme" combination made up of tiles three (white, 2; red, 1) and six (white, 2; red, 4). The second through the sixteenth

Pai Gow Ranking Chart

Pair Rank



"Bo"



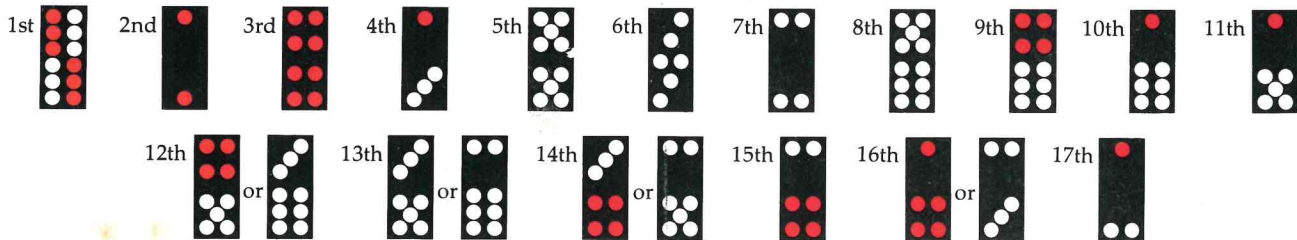
"Wong"



"Gong"



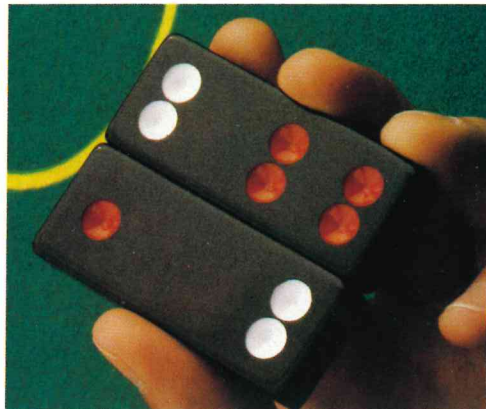
Single Rank



rankings are pairs. The pairs do not follow a number sequence from highest to lowest or vice versa. The pairs are actually symbols to the Chinese. For example, the second highest ranking is the pair of twelves called "Double Heaven". The third ranking is the pair of twos called "Double Earth". The fourth ranking is the pair of red eights or "Double People". The thirteenth to sixteenth pairs are not identical; they are known as mixed pairs.

After the pair rankings, the best combinations are the King, which is the twelve Heaven and any nine. This ranking is followed by the two Earth and the nine. Next is the Steel which is the twelve Heaven and any eight followed by the two Earth and any eight.

When pair King or Steel combinations cannot be made, the next combinations are ranked from nine to zero. These are the most common rankings and they represent the basis of the game. For



example, the two tiles 10 and 9 make a 9. The 11 and 4 make a 5. The 11 and 9 make a 0.

With the four tiles you are dealt, you make the two combinations which will both total closest to nine. The object in setting both combinations is to have them both higher than the two combinations of the hand you are playing against.

When the player and banker have two tiles totalling the same number, the combinations with the higher "single ranking" is the winner.

The 3 and 6 tiles that make the "Supreme" combinations are "wild". The 3 and 6 can be used interchangeably.

When you begin to play Pai Gow, you will know why this game has lasted over 20 centuries.



The flashing lights, ringing bells and the crash of falling coins all mean one thing—someone has hit the jackpot. Slots are the only games in the casino that are as American as apple pie. The original slot machine was invented by Charlie Fey in 1895 in San Francisco and since that time millions upon millions of players have thrilled to the rings, buzzes and beeps that signify a payoff.

Slot machines are complicated pieces of machinery with hundreds of parts. A myth is that the size of payoffs can be changed with a simple adjustment.

Most slots operate the same way. When a coin is inserted, the handle is unlocked. Pulling the handle starts the reels revolving as well as the timer. The timer allows each reel to make a number of turns and then stop at intervals. From

S L O T S

the time the coin is dropped until the reels stop takes about 10 seconds. Each reel operates independently of the others. Reels

can have up to 20 different positions.

The Saharas feature mechanical, electro-mechanical and video games that can take from one to eight coins. Progressive dollar slots have potential jackpots running into hundreds of thousands of dollars. Special machines pay off in real silver dollars and some antique dollar machines are guaranteed to pay off or they give your money back.

So—when you pull the handle on a slot machine, be assured that you are just one of millions who love to play Charlie Fey's invention.





Tick! Tick! Tick! Tick! The wheel is slowing down. The leather covered paddle taps the metal studs searching for a resting place. It reaches for the \$5 slot, slips over to the \$2 slot, bends slowly and springs into the \$20 slot. You're a winner. Collect \$20.

Big Six is the easiest casino game to

B I G S I X

play. Just figure out into which of the 54 slots the leather paddle will fall—then bet on it.

The wheel itself is made of wood with metal studs separating each slot. There are 24 \$1 slots, 16 \$2 slots, 7 \$5 slots, 3 \$10 slots and 2 \$20 slots. There is also one Special Sahara slot and one Joker slot. The odds on these two slots are 40 to 1. The maximum pay-off is \$400.

All bets must be placed before the cry of "Here we go again" is heard. After the wheel is spun, the dealer must allow the wheel to turn at least four full turns before it stops.

That's all there is to it.



Bat Masterson, Wild Bill Hickok and Wyatt Earp are names of famous western figures who frequented poker parlors of the Old West.

That old west flavor remains in Del Webb's poker parlors.

"Lo-Ball", "Six and Seven-Card Stud", and "Texas Hold 'Em" are some of the card games that test your skill and luck in

P O K E R

our card room.

The rules for each game vary and are too numerous to cover in our gaming guide. Likewise, betting limits vary with each different game.

Because of this, our poker dealers and supervisors are "poker teachers", and

enjoy instructing beginners who wish to become the Mastersons and Hickoks of the future.

Sit down, lean back, and enjoy these fascinating games of the wild, wild, west.

R E S O R T T O T H E F I N E S T

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**DEL WEBB
HOTELS**